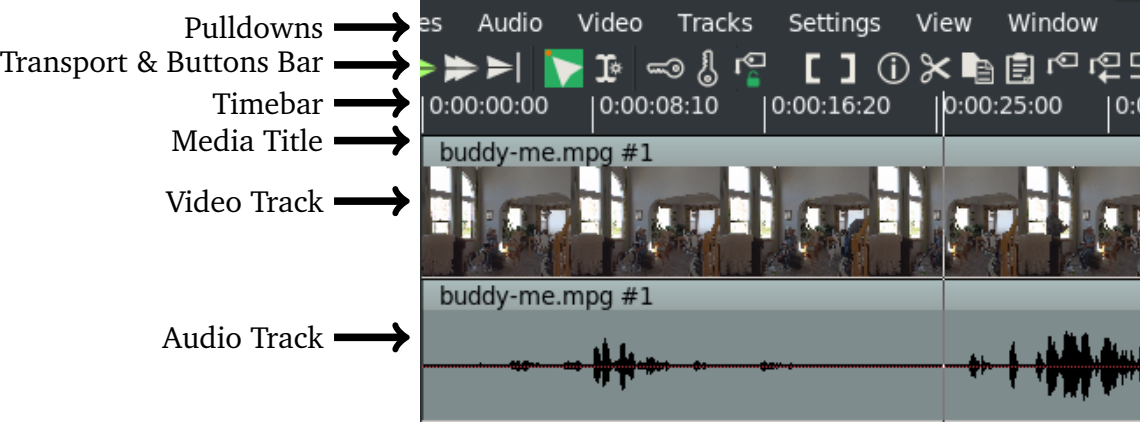




CIN



82

---

100

W

—

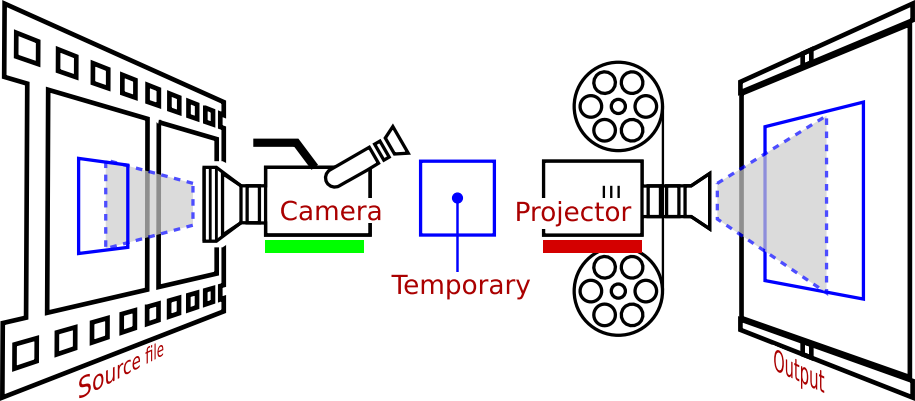
H

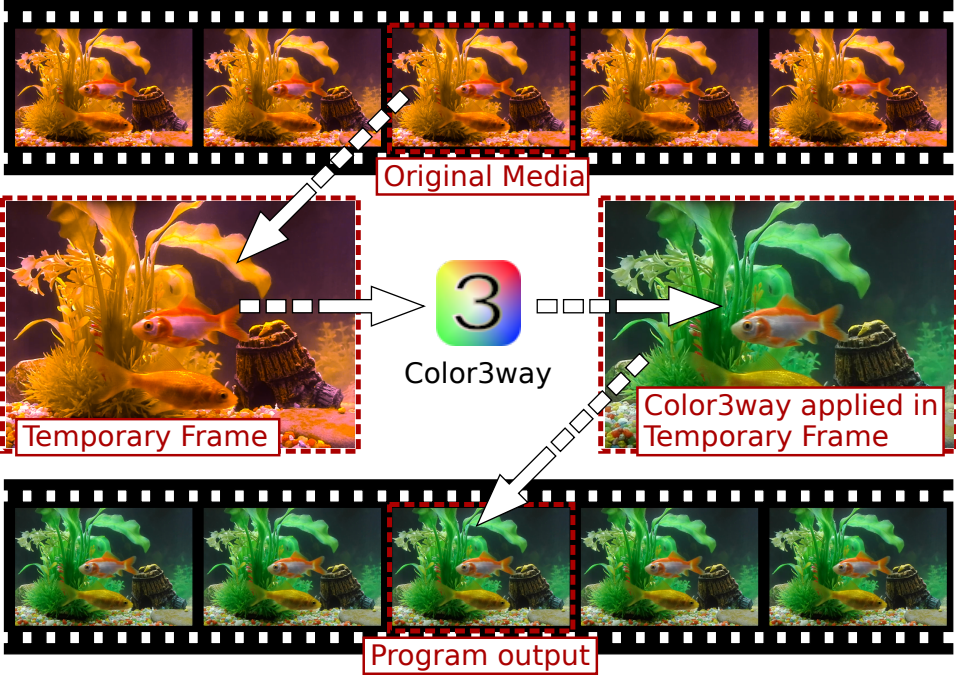
$$\frac{\text{pixels}}{\text{pixels}}$$

1920



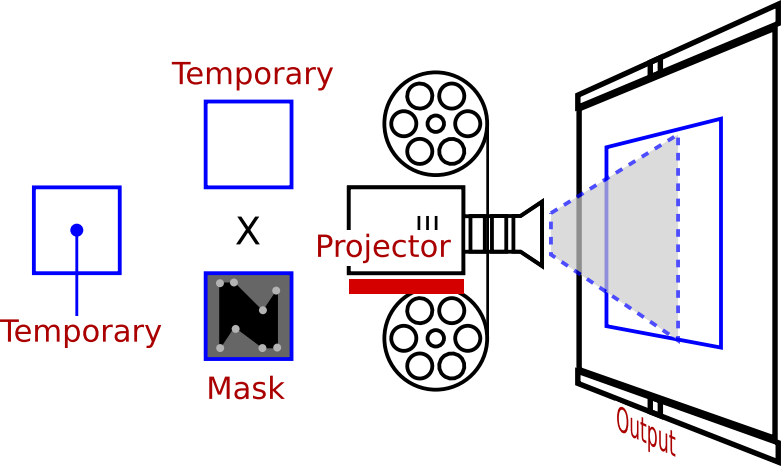
H











Here is the filter that was generated with the original drop



Enter the name of the folder:

media bin

Media

Enable	Target	Op	Value
Or	Patterns	Match	/home/paz/video_editing/prova/1080/neve.3gp
Or	Patterns	Match	/home/paz/video_editing/prova/1080/rodents.p
Or	Patterns		
Or	Patterns		
Or	Patterns		
Or	Patterns		

Add

Del

Apply

Cinelerra: Modify target

/home/paz/video\_editing/prova/1080/rodents.png



Enter the name of the folder:

Media

media bin

Enable Target

Or Patterns

Or Patterns

Or Patterns

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Or Patterns

Enter the name of the folder:

media bin

Enable

Target

Op

Value

Or Patterns Match /home/naz/video\_editing/prova/1080/neve.3gp

Or Patterns Match e of the folder:

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Patterns

Target

Op

Value

Match /home/paz/video\_editing/prova/1080/neve.3gp

Match /home/paz/video\_editing/prova/1080/rodents.p

Match /home/paz/video\_editing/prova/1080/pendolo.p

Match /home/paz/video\_editing/sound/mp3/track\_01.i

Match /home/paz/video\_editing/sound/musica/Allema

Match /home/paz/video\_editing/sound/musica/Jazz\_Pi

Around

Eq ==

Ge >=

Gt >

Ne !=

Le <=

Lt <




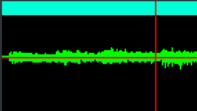



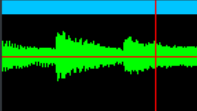
Matches

Visibility Full Play ▾

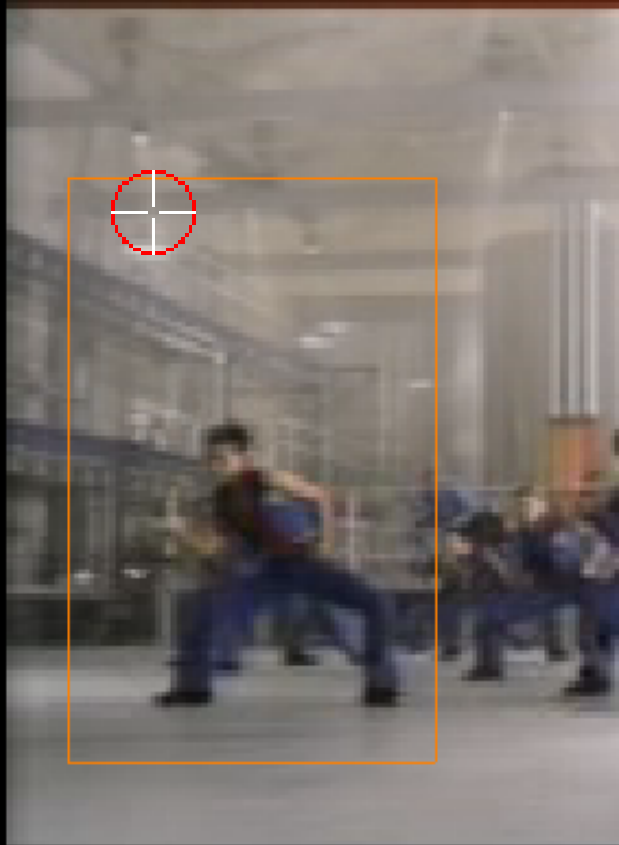
- ▶ Audio Effects
- ▶ Video Effects
- Audio Transitions
- Video Transitions
- Labels
- Clips
- Proxy
- Media



Search:

 neve.3gp	 pendolo.pro	 rodents.png	 Jazz_Piano_Bar.wav
 ocra.png	 prova2.mp4	 track_01.mp3	 Allemande.mp3

← Color hue wheel. For illustration only



Wf

---

Wi

Hf



Hf









K1 Label	K2 Future use Splice (viewer)		K3 Future use Copy	K4 Clip Overwrite (viewer)		
K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop S-1=Stop	S2=1/2 S-2=1/2	S3=Normal S-3=Normal	S4=2x S-4=2x	S5=4x S-5=4x	S6=8x S-6=8x	S7=16x S-7=16x
K14 Toggle In		Jog Left (Inner Wheel) Frame reverse Scroll up(Defaults)		Jog Right Frame forward Scroll down(Defaults)		K15 Toggle Out
		K10 Previous Edit Future Use(Viewer)		K11 Next Edit Future Use(Viewer)		
		K12 Previous Edit Previous Label		K13 Next Edit Next label		

K5 Home	K6 Reverse	K7 Stop Fullscreen (viewer / compositor)	K8 Play	K9 End		
Home(Defaults)	MouseBtn1(D)	MouseBtn2(D)	MouseBtn3(D)	End(Defaults)		
Shuttle Outer Wheel						
Play forward (first row) or Play reverse (second row)						
S1=Stop	S2=1/2	S3=Normal	S4=2x	S5=4x	S6=8x	S7=16x
S-1=Stop	S-2=1/2	S-3=Normal	S-4=2x	S-5=4x	S-6=8x	S-7=16x
		Jog Left Frame reverse Scroll up(Defaults)	(Inner Wheel)	Jog Right Frame forward Scroll down(Defaults)		



$$\frac{Width \times Height[pixels] \times BitDepth[bits/pixel] \times Color}{8[bit/Byte]}$$

$$\textit{DataRate}[\textit{MB/sec}] \times 3600[\textit{sec}]$$

---

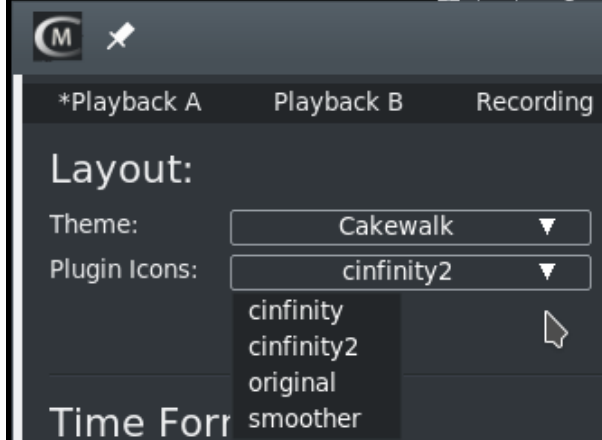
$$1024\textit{MB/GB}$$



Preferences Window →

Tab section →

Plugin icon choices →



A user preset Green →

Textbox to type in the title for the chosen preset or name for a new preset. →

Use the Delete, Save or Apply button for operation. →

## Presets:

\*blue  
\*cyan  
\*pink  
\*red  
green

Preset title:

green

Delete

Save

Apply



## Keyframe parameters:

Parameter	Value
RED	0
GREEN	1
BLUE	0
MIN_BRIGHTNESS	50
MAX_BRIGHTNESS	100
SATURATION	0
MIN_SATURATION	50
TOLERANCE	15
IN_SLOPE	2
OUT_SLOPE	2
ALPHA_OFFSET	0
SPILL_THRESHOLD	0
SPILL_AMOUNT	90
SHOW_MASK	0
TEXT	
DATA	</CHROMAKE

Edit value:

☐ Apply to all selected keyframes



1

—

50

## Blend programming environment

Program: chromakey.bp

Attach...

Edit...

Refresh

Detach

Color space: auto ▼

Parallelize processing



## Supplementary color selection

Chroma key or substitution color:



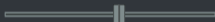
Clip color values



Select key color...

Get from color picker

Substitution opacity:



0.55



## Processed tracks arrangement

Track order: Bottom first ▼

zero

—

equations











*range(1.0 - 0)*

---

*#bins*

$$\frac{f(x_i)}{b}$$

12, 34, 56, 78





1

---

100







4

—

10









1



*scale factor*









NTSC

—

PAI

—

NCIL

—

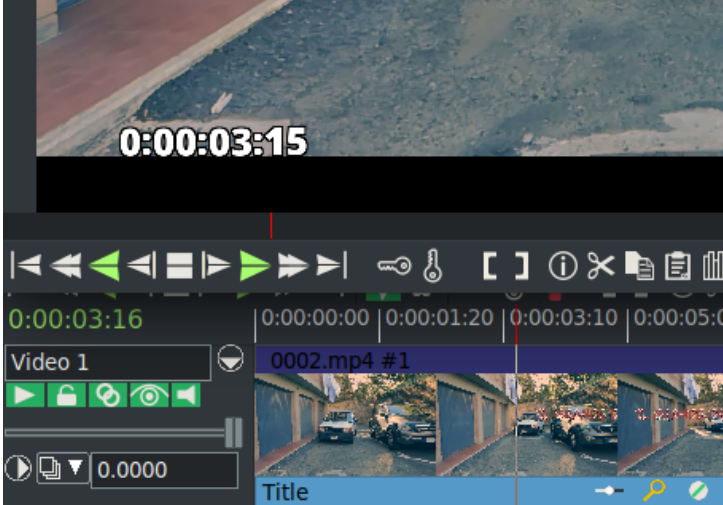
CL

L

—

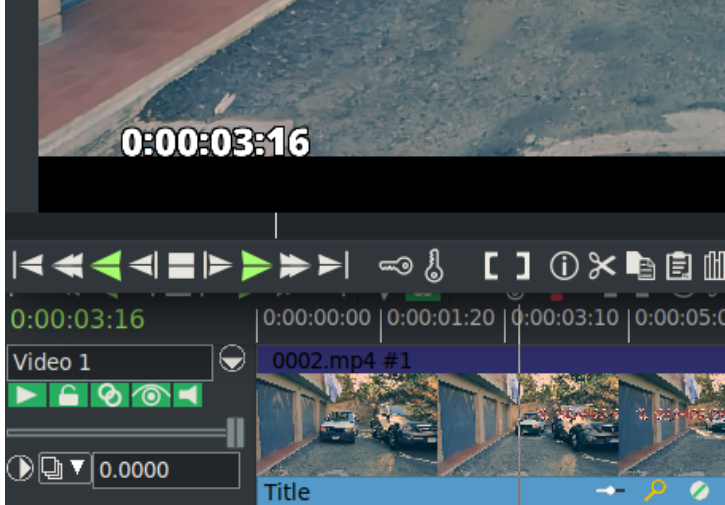
Red cursor in Compositor →

red cursor in Timeline →



White cursor in Compositor →

White cursor in Timeline →







768x2



3



.dat	represent saved <i>data</i> for perpetual sessions and color palettes; maybe others
.idx	original <i>index</i> files that were created for loaded video to speed up seeking
.mkr	ffmpeg specific <i>marker</i> index file that is created for each video to aid seeks
.rc	rc stands for <i>run commands</i> so basically represents a script
.toc	toc is <i>table of contents</i> file for MPEG video files (a type of index)
Cinelerra_plugins	a list of the currently loaded plugins available in your CINELERRA-GG session
Cinelerra_rc	the user's preferences and settings are saved in this file to be used on startup. This file can be carefully edited to change startup values for certain parameters, but if you inadvertently set up something incorrectly, you may end up crashing the program.
ContextManual.pl	the user's configurable version of the Perl script which drives the Context Help feature
ladspa_plugins...	list of currently loaded ladspa plugins for each version of CINELERRA-GG being used
layout#..._rc	user-defined window layout setup with the layout name as part of the file name
.xml	used for various backups or for the current settings of plugins that you have used
.png	thumbnails of files in Resources so they do not have to be created over and over